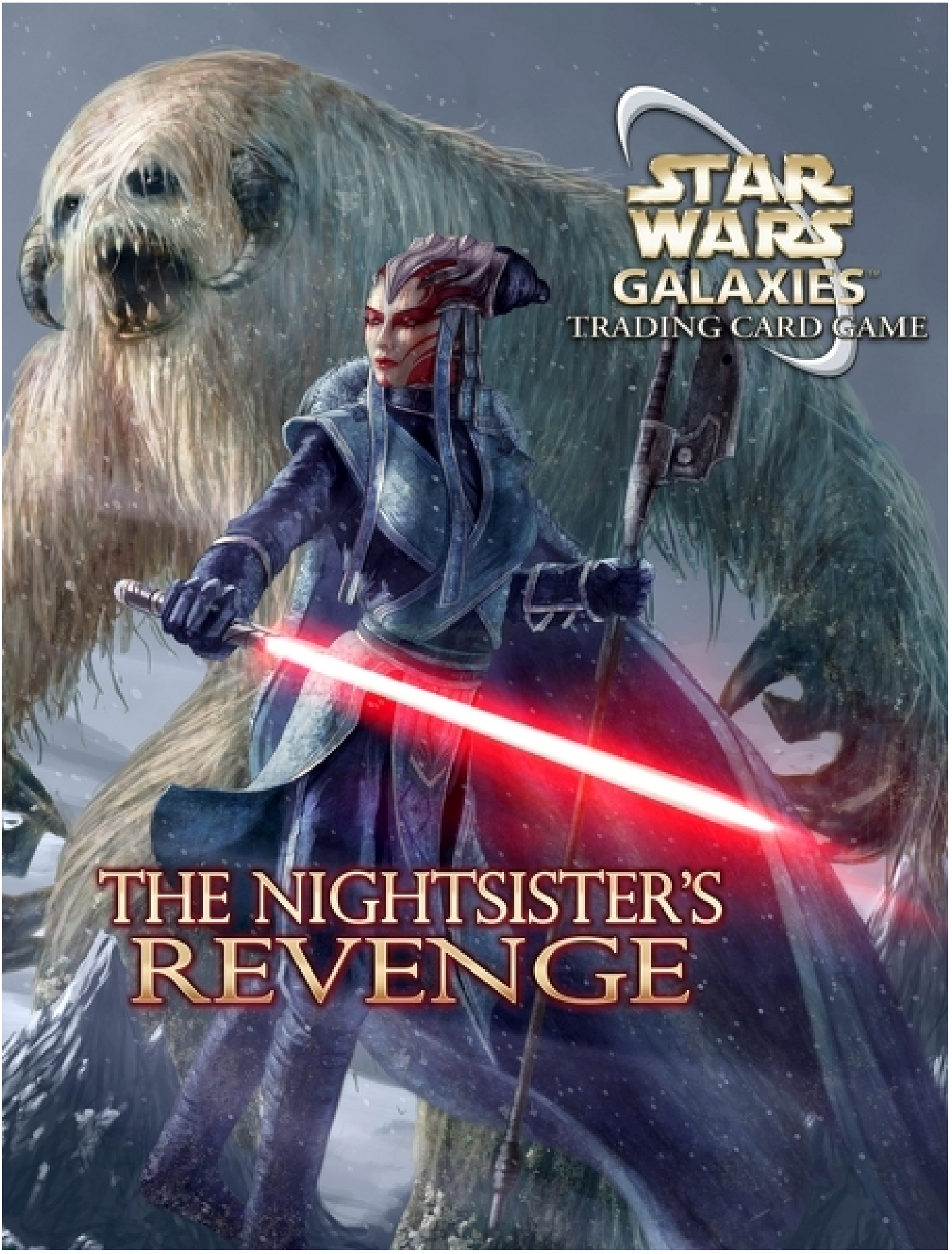

STAR WARS
GALAXIES
TRADING CARD GAME
THE NIGHTSISTER'S
REVENGE

The Nightsister's Revenge Campaign

A Force-sensitive Nightsister exile has made a new home deep within the icy caverns of Hoth. She uses mind control over a pack of wampas to devastate nearby installations and steal supplies. Her manipulation of the beasts is so complete that both the Jedi and the Empire want this knowledge, or at the very least to remove the Force-user as a threat to the people living on the surface.



Light Side Campaign: Find the Nightsister

Meet a Jedi Knight on Dathomir and begin a search for a deadly Nightsister exiled to the ice planet Hoth. Battle against Imperial snowtroopers and dangerous Hoth beasts. Defend a secret Rebel outpost against an Imperial walker attack.



Scenario 1: Unfriendly Competition

The Singing Mountain Clan hoped to capture the renegade Nightsister on Dathomir, but now you must travel to Hoth.



You receive a comlink transmission from Rachi Sitra, the Jedi knight. 'Meet me on Dathomir. I'll be at Singing Mountain.' When you arrive, Rachi greets you and escorts you to Augwynne Djo, leader of the Singing Sisters.

'The Singing Mountain clan is in constant conflict with the Nightsisters, another clan of Force-users here on Dathomir,' begins Augwynne. She activates a holo of a Nightsister riding a rancor. 'This one is Kyrisa,' says Augwynne. 'She became such a threat to her own clan that they exiled her. She is perhaps the most dangerous of all.'

'We hoped to capture Kyrisa here on Dathomir,' says Rachi. 'However, she has been sent away and now she is on Hoth.' Then Rachi looks at you. 'You and I will go there and find her.'

A few days later, you join Rachi on Hoth. Far on the edge of the Outer Rim, the planet has no cities and no spaceports. 'We'll have to split up and follow a strict search protocol,' says Rachi. 'Stay in communication and report on the hour. Good luck.'

For hours, you find nothing but harsh winds and bitter cold. You spot a large, hog-like creature, roaming alone. It suddenly charges away into the swirling snow. Getting closer, you see a lone figure with a red lightsaber battling the Hoth hog. He easily kills the beast.

Then the mysterious figure looks at you. Sith tattoos streak his face. 'I am looking for a Nightsister,' you call to him. 'Have you seen her?'

The Sith smiles. 'I search for the same woman,' he says. 'For my own reasons. Which, I am sure, differ from yours.' Then he executes a mighty Force leap and attacks.



Your battle with the Sith adept continues with no clear victor. Then you knock away his lightsaber and he leaps away to recover it. 'As much as I'd like to kill you,' he says, out of breath. 'My mission is to find Kyrisa.' Backing away he adds, 'I will turn her to the dark side and she will serve the Emperor!'

You are too exhausted to follow, and you must save your strength if you are to find the Nightsister before the Sith does. It's time to report to Rachi.



Scenario 2: Defend the Outpost

Discover the secret Rebel base under construction on Hoth and fight back when Imperial troops attack.





When you report to Rachi with a description of your encounter with the Sith, she tells you to stay there and she will be there soon. 'I was concerned that you might be injured,' says the Jedi knight when she arrives. That Sith must certainly be Namman Cha. You did well to fight him to a standstill.'

Rachi's comlink buzzes again, and she talks on it for a moment. 'I've been in touch with a Rebel SpecForce unit on Hoth,' she says. 'They have a small outpost in need of security.'

'I'll help the Rebels,' you say, 'Go look for Cha.' She gives you the coordinates for the outpost and then she quickly leaves.

Near the Rebel camp, you meet with a mounted patrol on tauntauns. 'Rachi Sitra sent me,' you tell them. 'We've been expecting you. Come with us,' says the sergeant.

They bring you to Major Bren Derlin, the chief of operations for the Rebel outpost. There have been reports of Imperial activity on the east ridge,' he says. 'Take a squad to investigate.'

Staying just behind the ridge for cover, you peer through your electrobinoculars. The wind and snow let up for a moment, and you see two Imperial snowtroopers. 'I've got 'em,' you say to the rest of the squad. Leading the cold-weather soldiers is Jeffren Brek, an ISB officer.

You move quickly toward their position but can't catch them unawares. They spot you and get ready for battle. 'Take some prisoners,' you say. 'We need to find out what they know.' Blaster shots are exchanged and the firefight begins.

Brek starts with a Snowtrooper in play. Defeat your opponent's avatar or complete four quests to win the game.



The battle goes well. Your Rebel squad is SpecForce trained and most capable. Before you can surround Brek's troopers and force them to surrender, the weather kicks up again. This storm is a bad one. Not only do you fail to capture the Imperials, you are separated from your troops.





Scenario 3: Seeking Shelter

Driven into a cave to escape the ice storm, you find a huge unnatural beast in its lair.



Survival is your primary concern at this point. Nobody can withstand an ice storm on Hoth, so you have to find some shelter. You discover an icy cave in the side of a hill and duck inside to wait out the storm. The harsh winds whip past the cave entrance.

Rachi told you that there were deep caves of thermal activity on Hoth, and some stranded travelers found enough warmth there to keep alive for days. You see a passage that leads deeper, so you decide to follow it.

You jump at the squeaks of a few snowmice that scatter away down the passage ahead of you. The smell of animals gets stronger and then you stub your boot on an ice scrabbler carcass. The light from the cave mouth is starting to fail this far inside, and you struggle to see what's ahead.

The passage branches in two directions and you decide to go right. As the tunnel turns sharply, you step off a ridge in the poor light and fall a couple of meters with a thud.

You can tell you're in a larger chamber, but it's dark. You hear a snorting sound. Then another. Then a squeal like a pig. You can make out the shapes of a couple of Hoth hogs. Then behind them is another hog, larger than any you've seen or heard of. Suddenly they all snort and squeal, and they charge to attack.



The vicious, close quarter combat finally ends when you administer the killing blow to the giant Hoth hog. You have heard that Kyrisa is not only skilled in training beasts, but she dabbles with genetic engineering. That is the only explanation for the oversized creature that you just narrowly defeated.



Scenario 4: Mother of the Beast

The one who made the giant beast you slayed now demands satisfaction.



With the pack of hogs now dead, the cave is quiet again. You find a path from the chamber you've fallen into that leads back to the cave entrance. Following back along the way you came in, you're relieved that you no longer hear the winds whistling past the mouth of the cave.

Snow covers your exit, but digging through the mound is not difficult. The storm has relented, and the winds are now quiet. You break through into the sunlight, and soon you're standing by the cave that saved your life.

'My Maraki is gone,' says a woman's voice from behind you. You turn to look up the hill and see Kyrisa, the exiled Nightsister, standing on top. 'You have slain one of my children,' she says. Her red eyes flash and the tattooed streaks on her face contort with anger.

'I took shelter from the storm,' you say. 'The beasts attacked and I defended myself.'

'Enough of your lies!' she screams. At her side now are two fierce wampas. 'You invaded their home and murdered them!'

It's obvious she's going to attack any second. You ready your weapon as she says, 'You will die like all the humans on this planet! Hoth belongs to Kyrisa!' She throws her arms forward and her deadly menagerie attacks.



Kyrisa's beasts are well trained and fight to the death to defend her. Still, the battle turns against the exiled Nightsister and she jumps on the back of a hog to make her escape.

"Your fate is sealed!' she cries. 'I will find you again to exact my revenge!' Then she rides away into the swirling snow.



Scenario 5: Walker Attack

Back at the Rebel outpost, the Imperials attack again with a small detachment of vehicles.



Your comlink buzzes, and the message is from your squad of Rebels. 'We have your location,' says one of them. 'Sit tight, we're on the way.' Soon they come into view, and you happily reunite with the troopers. 'Thought we'd lost you,' says the young lieutenant.

'Not that easily,' you reply. On the way back to the outpost, you entertain them with your heroic tales of battling Kyrisa and her beasts. When you arrive at the camp. Major Derlin wants a full report. You tell the story one more time, but now without so much embellishment.

Then Captain Han Solo comes in from a patrol, riding a tauntaun. He quickly dismounts and says, 'Walkers coming. Small ones, but any walkers are trouble.' Derlin starts barking out orders, and a well-rehearsed defensive plan springs into motion. Troopers take positions along the perimeter of the outpost, and you join the ones on the edge where Solo came from.

About a kilometer away, you see Imperial vehicles advancing. A pair of AT-PTs — the small, one-man walkers — approaches side-by-side. Your troops have heavy weapons that should be able to take out these lightly armored vehicles.

A squad of snowtroopers runs with the walkers on foot. Your troopers open fire with their blaster rifles and send them running. Your heart sinks as you see a larger walker coming up to support. It's an AT-ST, and its twin blaster cannons are already blazing away at your position.



Your SpecForce heavy weapons have crippled the Imperial walkers. The snowtroopers are still putting up a good fight, and you've lost many good men. Finally, Hoth decides to end the battle with a roaring blast of ice and snow. The force of the wind blows over one of the crippled walkers with a crash. The battle ends as the storm engulfs both armies. You run with the Rebels back to the temporary shelters in the outpost.

There's no way to tell what happened to the Imperials until the storm blows over. After about an hour, you can finally make your way outside the outpost perimeter to examine the battlefield. One of the AT-PTs is missing, carried away by the fury of the wintry blast. Few of the Imperial bodies remain, and none is alive.

Several patrols are formed to reconnoiter the immediate area. No signs of the Imperials are found. With nowhere to hide, they were swept away by the full force of the storm. For now, the Rebel outpost on Hoth remains concealed from the Galactic Empire.

